

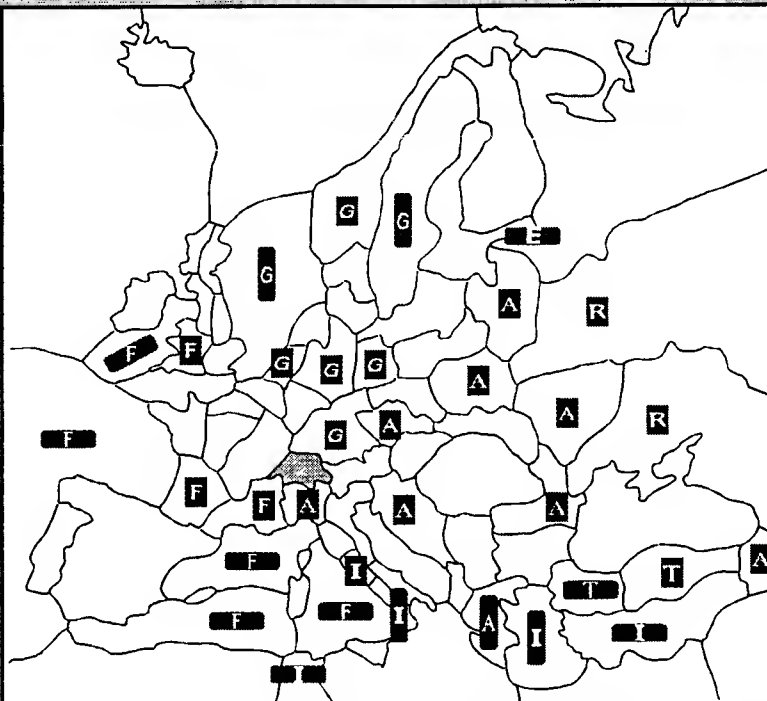
# Hoodwink #17

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## Sutherland ~ Diplomacy 1991AI ~ Spring 1905

**GAME ENDS!  
IT'S AN A/F/G/I  
FOUR-WAY TIE!**

**SEVEN  
SURVIVE; ONLY  
ONE VOTES**



### Supply Centers

\*  
Austria: 9  
VIE, BUD, TRI,  
SER, GRE, RUM,  
BUL, STP, WAR  
England: 1  
DEN  
France: 8  
PAR, BRE, MAR, SPA,  
POR, BEL, LON, LPL  
Germany: 7  
BER, MUN, KIE, HOL,  
NWY, EDI, SWE  
Italy: 5  
ROM, NAP, VEN,  
TUN, SMY  
Russia: 2  
MOS, SEV  
Turkey: 2  
CON, ANK

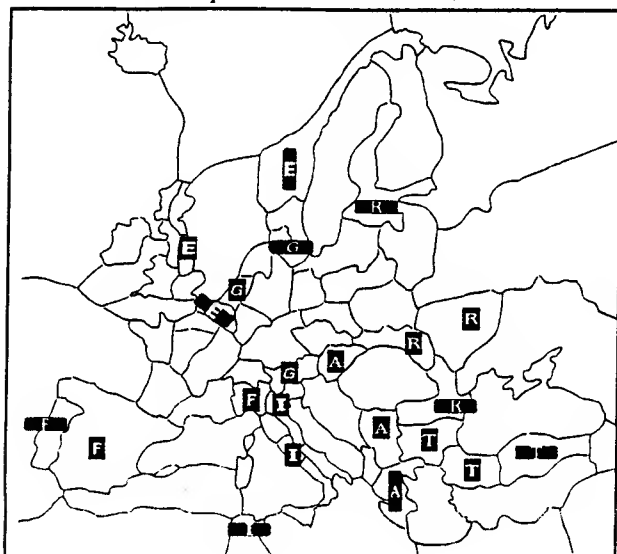
Much to my surprise, not a single vote was cast against the A/F/G/I tie which was the first conclusion proposed in *Sutherland*. Granted, there was only one vote *in favor* of the proposal, but as it's been repeated and emphasized that NVR=no in *Hoodwink*, I can only assume that everyone involved was quite willing to let the game end this way. One oddity: The French player submitted his resignation in lieu of orders; but since the draw passes, I think it would have been contrary to the spirit of the contest to replace him with a new player who might vote to keep the game going when none of the active players has done so. I did get orders from every other active player, and not one voice was raised against the draw.

Here's the map showing the final position! Post-game statements are much desired from all players!

### Players in Sutherland:

Austria	Don Williams, 28162-F West Sloan Canyon Road, Castaic CA 91384
England	John Schultz, P.O. Box 41-19390 ICH 308, Michigan City IN 46360
France	Alex Leech, 502 Ricky Road, Mechanicsburg PA 17055
Germany	David Pierce, 8503 Coran Drive, Cincinnati OH 45255
Italy	Frank Wranovix, 710 N. Belvedere, Memphis TN 38107
Russia	Ward Batty, 931 Forest Park Lane, Suwanee GA 30174
Turkey	Played out by house rules

### Exemplar Game - Fall 1901



+ + +

*Welcome all to another edition of Hoodwink's anonymous roundtable discussion of Diplomatic ways and means! Our topic, continued from last time, is the play of England. To stimulate discussion, the position above was published (by way of example) with a request for comments. Thanks very much to all of you who wrote in with your remarks-- this roundtable rolls nowhere except by means of your support!*

+ + +

Belgium is nice if you can get it. In a fair world, you and your ally (France and/or Germany) will each grow to five centers in 1901. But Diplomacy is seldom fair, and I think it is better to give up Belgium to gain an ally, bitter though it may be to build one while your "ally" builds three. But in both the West and the East, whichever one of the three powers that gets left out will probably not last long. Better to have an ally than make a fuss over Belgium and end up the odd one out.

If you are not attacking Russia, the Norway/St. Pete border is a pain in the neck! The only solutions I know are either to set up an active defense (probably tying up at least two units)-- or trust. Neither works very well, which is why Russia and England so often come to blows.

+ + +

I agree with the writer who says that England doesn't have to definitely choose between France and Germany in the opening. In the first year, I try to get both on my side. This gives them a chance to build up and feel secure. Consequently, I avoid the Channel if I can persuade France to do the same. I stay out of the Belgium question. Belgium is a dead end in the early going. Neither France

nor Germany really wants you there, no matter *what* they say. Let *them* decide and you can choose your pal after the dust settles with your hands still clean.

Since France has the potential to be your worst enemy, England needs to work to make sure France stays friendly. So if I am forced to choose, I opt for helping France. If France gets 3 in 1901, his overconfidence can really be manipulated.

So I am satisfied with Norway in 1901. Neither France nor Germany sees you as a threat with 4 units to their 5 or 6, and that's just what you want.

Next step, get Germany and Russia to fight. It's really easy since they are usually inclined to do so already. Plus, it is essential to England to at least neutralize the north coast of St. Petersburg. If Russia isn't fighting Germany, he's inclined to build a fleet on the north coast "just to be safe," and it's a thorn in England's side forever more.

Once Russia and Germany are fighting, you have more choices. If Russia is getting beat up in the South, he's more willing to bargain with England. If Russia has alliances with Austria and/or Turkey (especially Turkey), then stick with Germany. He'll be too busy to stab you and you can bide your time if your French alliance is still working.

To me, the key to England is to go slow and watch for your opportunities. If a power isn't actually fighting England, it means moving away from England. England can wait for the midgame before really committing himself, if his diplomatic skills are up to it.

Looking at your "Exemplar" now, this England isn't following my practice. Germany has already tangled with Russia and France is after Italy. England must be a good negotiator to be in Belgium unopposed.

But I don't like England's chances here. His army is still at home and I agree with your writer who says to put it in Scandinavia. What can that fleet do from Belgium? Not much! It needs to hold the most strategic space on the board: the North Sea, the only space adjacent to 6 supply centers.

England's biggest threat at this point in time is Russia, although ultimately he will have to face G/F, who seem to be closely tied. Looking at the board, though, I'd have to guess that Turkey and Russia are allied-- bad for England.

So, I would allow France to build F BRE, F MAR, to fight Italy, with the understanding that I would be building F LON, F EDI, to "keep him honest." Then I would get my army to Finland ASAP-- F NWY-BAR, F LON-NTH, F EDI-NWS for the convoy. England is already behind a turn because he didn't get that army out. It should already

be in Norway, especially if he was close enough to Germany and France to get Belgium.

What was I thinking? England's not even in a very good position to stab Germany if he should decide to side with Russia.

Yes, it does matter what happens in the East. That will determine whether Russia puts that build on the north coast or not. If Russia can mend his fences with Austria, he could probably hold off Germany with what he has, especially with Germany and France going after Italy. He could block Silesia and defend Warsaw in Fall 1902. If he sees you as E/F/G, then he'll build that fleet up there.

England will have it tough and will have to play a lot better to catch up. But, short-term, E/F/G is still his best bet.

+ + +

On the Exemplar Game: I would build F EDI and F LON and try for the triple in *this* instance. A tight R/T and successful attacks by F and G are reasons not to antagonize either neighbor yet. (Plan on it in 1903, though.) Send a unit through Scandinavia to take St. Pete, then either attack Germany by dropping down through Denmark, or attack France by sea.

+ + +

Of course, my decision on strategy depends on the other players involved and what deals you have been offered and been offering. Are the others doing as you want and expect?

Assuming nobody has outright lied in their first year's moves, things are still pretty much up in the air, a good situation for the creative and aggressive diplomat. France and Germany appear to be jointly attacking Italy. That tends to be bad for England, since most players think in terms of an alliance with one neighbor and elimination of the other. Chances are, France or Germany will attack England in 1902 here. Unless you feel *real* sure about a Western Triple, as England you need to get on the ball, use your best arguments on others, reassess the situation, and move to action before it's too late!

If you view F/G as a serious threat, you'll want Russia on your side. So what if he is in a possible alliance with Turkey? As England, you need help *now*-- worry about Russia's growth later. Offer to support him into Sweden if he will work with you against Germany. You may then get support into Denmark. If possible, Russia should be encouraged to lay off Austria and pour it on Germany, letting Austria and Turkey duke it out themselves. This should appeal to the open-minded Russian, as Turkey's growth should be less than his while he can still claim alliance.

Naturally, Italy should be encouraged to put its fleets in action versus France, which will help distract England's southern neighbor somewhat. Italy can hold our well enough for a couple of turns against the northern invaders, and he shouldn't be getting any strife from Austria. If F/G's progress against Italy is stopped, as time goes on the chances increase that one of the two will bail out of the strategy, possibly stabbing their erstwhile ally, which is great for England.

Meanwhile, you would expect to see builds of F BRE and F KIE (worst-case scenario), so building F LON and F EDI is the smart thing to do. Armies would be for the offensive into the continent. Right now we're more concerned with setting up a solid defense that, combined with all the other factors, will cause a breakdown in the F/G alliance. If and when that happens, you can choose a side and then start thinking convoy.

Neither France nor Germany has attacked England directly, so I wouldn't be quick to burn my bridges and attack them right away. Give them the opportunity to want to be your friend, while simultaneously keeping them honest with good defense. If the F/G is serious about conducting a two-front war, then France will have to get more involved versus Italy to show any progress. This means a likely build of F MAR, leaving only one build (F BRE or A PAR) on his northern front. If he builds the second fleet, he's coming your way, but he is totally exposing his soft underbelly of home centers. Jump on this by alerting Germany that France is ripe for the stab and you'll be there to help him. It would be a hard offer to resist.

At the same time, warn France that if things go as they're shaping up, Germany stands to outgrow France in the next few years. Show France that he is vulnerable to the German stab-- anything to place that seed of doubt and set it growing. You could also point out the R/T alliance, how hurting Italy will only make their going easier, and that the best counterbalance is an E/F.

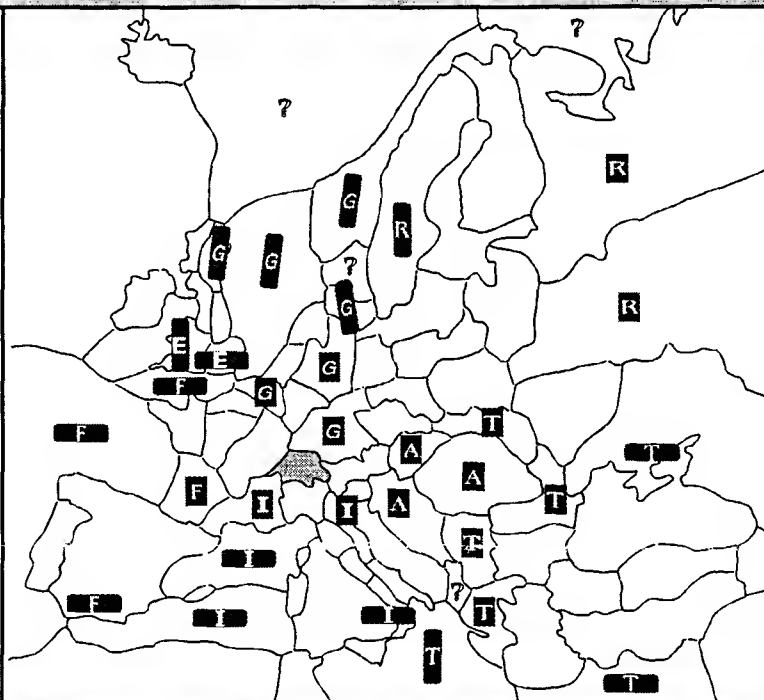
In both cases, argue from reason rather than, say, irrationality or threats, like suiciding to someone else just to spite France or Germany. (Such childish routines seldom are effective; if anything, they make your opponent think you are a flake who needs to be taken out ASAP.) The English position is far from doomed. Lots of good possibilities still exist. Keep them available.

Assuming the worst case of F BRE and F KIE, but a cooperative Russia and Italy, I'd do the following for Spring 1902: F NWY sup F EDI-NTH, F BEL sup F LON-ENG, A YOR-LON. This will set you up for several options in the Fall, depending on others' actions: support Russia into Sweden, attack St. Pete, Denmark, or Holland, or convoy into Picardy. And you're still in very good defensive shape.

**Marie Galante ~ Diplomacy 1991AJ ~ Autumn/Winter 1903/Spring 1904**

**JOHN BULL  
DOZES, R/G  
PLOW IN NWY**

**INEXORABLE  
TURK PUSHES  
INTO SERBIA**



**Supply Centers**

\*  
Austria: 4  
BUD, TRI, SER, VIE  
England: 4  
LON, LPL, EDI, NWY  
France: 4  
PAR, BRE, SPA, POR  
Germany: 7  
MUN, BER, KIE, HOL,  
BEL, DEN, SWE  
Italy: 5  
ROM, VEN, NAP,  
TUN, MAR  
Russia: 3  
MOS, STP, WAR  
Turkey: 7  
CON, ANK, SMY,  
RUM, SEV, BUL, GRE

<b>Austria:</b>	Remove F TYS. A TYO-TRI, A GAL-BUD, A VIE sup A GAL-BUD, A SER hold (retreat ALB?)
<b>England:</b>	NBR! NMR! Has F WAL, F LON, F NWY (retreat SKA, NWG, BAR?)
<b>France:</b>	Retreat A MAR-GAS. Remove A BRE. F SPA(s) hold, A GAS sup F SPA(s), F MAO sup F SPA(s), F IRI-ENG
<b>Germany:</b>	A BEL hold, A DEN-KIE, A MUN hold, F BAL-DEN, F HEL-NTH, F NTH-EDI, F SWE-NWY
<b>Italy:</b>	Build F NAP. F NAP sup AF TYS-ION (no such order), A VEN-PIE, F GLY-SPA(s), A MAR sup F GLY-SPA(s), F WME sup F GLY-SPA(s)
<b>Russia:</b>	F FIN-SWE, A STP sup GF SWE-NWY, A WAR-MOS
<b>Turkey:</b>	Build F SMY. F SMY-EME, F AEG-ION, A BUL-SER, A GRE sup A BUL-SER, A RUM-BUD, A UKR-GAL, F SEV-RUM

**GM to Europe:** Phil Reynolds (USF #4286, 4202 Fowler Avenue, Tampa FL 33620), please stand by for England!

**France to Italy:** The one consolation in this whole situation is that I will get to see Turkey stomp you into the ground.

**Turkey to Austria:** Sorry, but my best chance of expansion is eastward. Hope your wife is better and the kids survived.

**Turkey to Germany and Italy:** If you were worried about Austria, this should remove some pressure.

**Players in Marie Galante:**

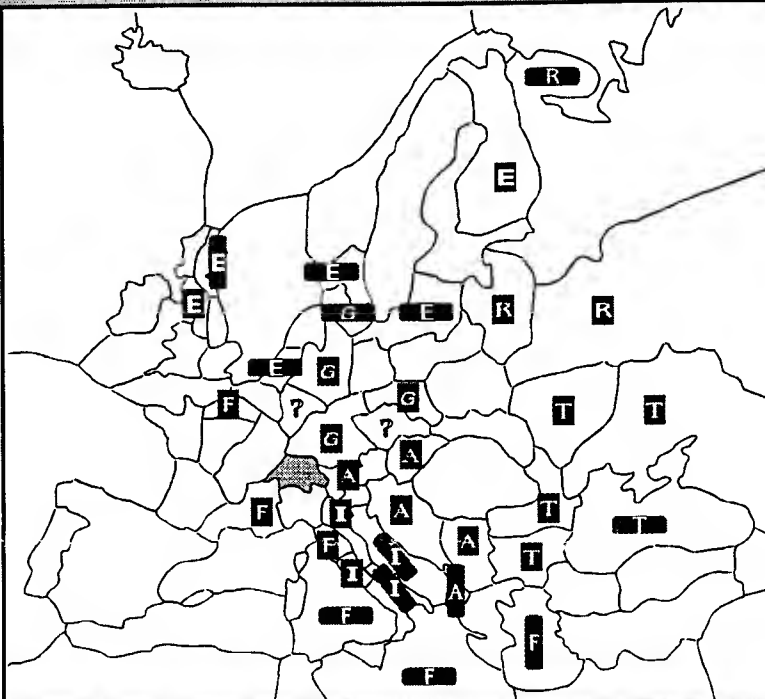
<b>Austria</b>	Larry Behrendt, c/o Atlanta Christian College, 2605 Ben Hill Road, East Point GA 30344
<b>England</b>	*???* Michael Geifman, 17050 San Bruno #E7, Fountain Valley CA 92708
<b>France</b>	Sean Brown, 520 South Verde Street, Apt. K, Flagstaff AZ 86001
<b>Germany</b>	Stan Johnson, 10 Pine Street, Edison NJ 08817
<b>Italy</b>	George Inzer, 1755 Ashville Road, Montevallo AL 35115
<b>Russia</b>	Mike Gonsalves, 530 Treasure Lake, Dubois, Pennsylvania 15801
<b>Turkey</b>	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605

**Deadline for all games is Monday, February 17, 1992.**

# Atropos - A Game of Gunboat Diplomacy - Spring 1904

**HUNS REPEL  
ROMANS,  
PARRY BRITS**

**FRENCH FISH  
IN TURKISH  
WATERS**



## Supply Centers

\*  
Austria: 5  
VIE, TRI, BUD,  
SER, GRE  
England: 6  
LON, LPL, EDI, NWY,  
HOL, SWE  
France: 6  
PAR, MAR, BRE,  
SPA, POR, BEL  
Germany: 4  
BER, KIE, DEN, WAR  
Italy: 5  
ROM, VEN, NAP,  
TUN, MUN  
Russia: 3  
MOS, SEV, STP  
Turkey: 5  
CON, SMY, ANK,  
BUL, RUM

Austria: F GRE-ALB, A TYO-VEN, A TRI sup A TYO-VEN, A SER sup A TRI, A VIE-TYO  
England: F EDI-NTH, F HOL sup F EDI-NTH, A LPL-EDI, F NWY-SKA, F SWE-BAL,  
A FIN hold  
France: F ION-AEG, F TYS-ION, F GLY-TYS, A TUS-PIE, A PIC-BUR, A MAR-BUR  
Germany: A BER-MUN, A SIL sup A BER-MUN, A KIE-HOL, F DEN-NTH  
Italy: A VEN-PIE, A MUN-TYO (retreat RUH, BOH?), A ROM-VEN,  
F APU sup A ROM-VEN, F ADR-TRI  
Russia: NMR! Has F STP(n), A LVA, A MOS  
Turkey: A ARM-SEV, F BLA sup A ARM-SEV, A RUM-UKR, A BUL-RUM, A CON-BUL

**GM to Europe:** A new player takes over for Austria with these moves, following the resignation of the original player.

**England to Russia:** I see that Turkey will benefit from your suspicions of me. So be it. I hope you know what you're doing. But I *really* hope you'll stick with me and press on against Germany. After all, weren't you requesting that I turn on Germany a while back?

**London to Paris:** I hope my builds and my moves this time have allayed any fears you may have concerning my intentions. E/F: It's boring, it's stable, it wins!

**England to Austria:** You're right: I'm a lucky chump. So what's it to you? Pointless hostility? Put a towel over it and maybe it will go away.

P.S. France has a lot more to worry about from you than from me. Your forces are heading his way and mine are heading away from him. France can read a map, I know.

**England to Italy:** Got any plans for your Munich army? Would you like another German center for dessert? Just let me know.

**England to Turkey:** I'd be interested in hearing your thoughts on the world situation.

**Italy to Turkey:** Your choice: North or East. Austria is just ripe for a nutcracker.

**Italy to France:** Don't mind me in Piedmont. That's Austria's problem.

**Italy to France:** Albion? Aren't you going the wrong way?

**Italy to Austria:** My, aren't we the antagonistic one?

**Germany to Italy:** The foul deprivations of the rapine crazed army of Italians on Munich shall never be forgotten or forgiven. The Italian is a fetid heap of dung English lap dog.

**Germany to World:** England must be stopped.

**Germany to France:** Yes, buckets fall.

**Turkey to Austria:** Relax-- I have no desires to attack, only to cooperate. Keep France from penetrating past Greece and get a chunk of Italy (and don't hinder me) and we'll do well together.

**Turkey to Germany:** Jealous? Your true colors (green with envy) are showing through...

**Turkey to France:** Your fleets are getting too close to Muslim territory. We won the Crusades, fair and square, so please leave us alone or military action will have to be taken.

**Turkey to England:** Yes, and note that we Muslims are learning English so that we may better cooperate.

**France to Italy:** Change of plans. STOP. White cliffs too well defended. STOP. Hope I'm re-Ionized. STOP. Hit 'im with everything you got.

**France to England:** What can I say? He's nervous, sure. But who wouldn't be? He can't quite believe that I'm not gonna stab him sooner or later. Which means he's played a few. But I'm not-- Scout's honor! (Unless he hits BEL.)

**France to Austria:** Can't quite believe what you're seeing, can you?

**France to Germany:** "Eternally" sounds like a long time. Anyway, I'm a long way from England as you can see. And he didn't build F LON. Why don't you two patch it up and resume the march east?

**France to England:** You may have gotten a couple of crummy builds, but you sure took the pressure off Austria. I'm beginning to wonder just whose best interests you have at heart. I thought that we were allies. Why not throw the German a crumb and move on?

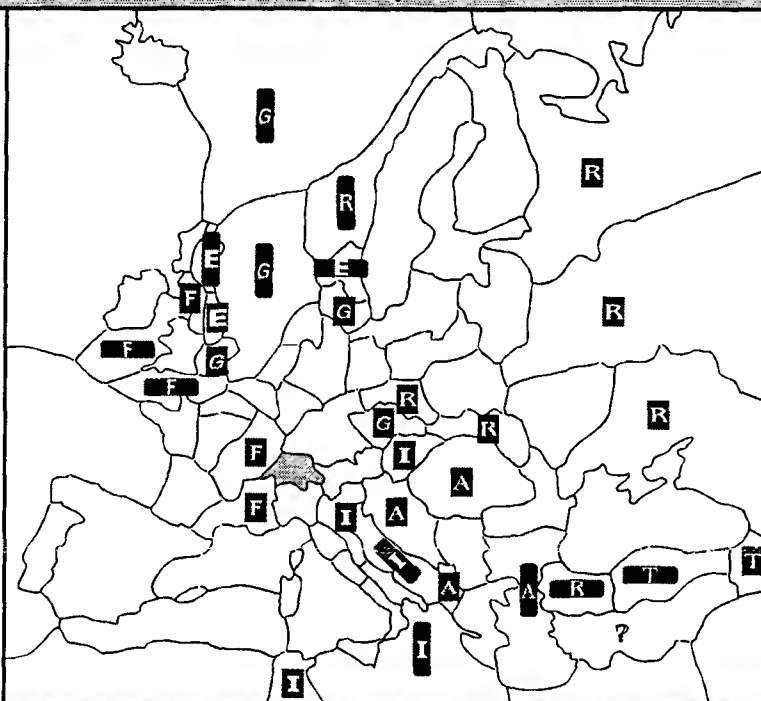
**France to Italy:** If you're in Ruhr after this, don't even *think* about Belgium. I know your position is a paranoiac's delight, but you should already be feeling better than a couple of seasons ago-- and it could be a lot worse real fast. Play it as it lays and we'll both be happy troopers.



# Witch of Endor ~ A Game of Diplomacy ~ Autumn/Winter 1902/Spring 1903

**WITCHES KEEP  
MELTING,  
MELTING.....!**

**RUSSIANS AND  
HUNS WALTZ  
ROUND VIENNA**



## Supply Centers

**Austria: 5**  
BUD, TRI, GRE,  
SER, BUL  
**England: 3**  
LON, LPL, EDI  
**France: 6**  
PAR, MAR, BRE, BEL,  
POR, SPA  
**Germany: 5**  
MUN, BER, KIE,  
DEN, HOL  
**Italy: 5**  
ROM, NAP, VEN,  
TUN, VIE  
**Russia: 7**  
MCS, WAR, STP, SEV,  
SWE, RUM, NWY  
**Turkey: 3**  
CON, ANK, SMY

**Austria:** A TRI hold, A BUD sup A TRI, F BUL(s) sup RF BLA-CON, A GRE-ALB  
**England:** Retreat F NTH-SKA. Remove F LPL. F SKA-SWE, A LON-YOR, F EDI hold  
**France:** Build F BRE. A SPA-MAR, A BUR hold, A WAL-LPL, F IRI sup A WAL-LPL,  
F ENG sup GA HOL-LON, F BRE hold  
**Germany:** A DEN hold, A HOL-LON, F NTH con A HOL-LON, F NWG sup F NTH,  
A BOH-VIE  
**Italy:** Build F NAP. A VIE-TRI, A VEN sup A VIE-TRI, F ION-ADR, A TUN hold,  
F NAP-ION  
**Russia:** Retreat F ARM OTB. Build A SEV, A MOS. A SEV-ARM, F NWY-SWE,  
A STP-NWY, A MOS-STP, F BLA-CON, A GAL-VIE, A WAR-SIL  
**Turkey:** A ARM-ANK, F ANK-CON, A CON-BUL (ret SMY?)

**Austria to Italy:** You talk very boldly for a man with a naked back.

**Austria to Germany:** You more than deserve everything you are about to get; hey, who's that behind you with the stick?

**England to All:** Not that anybody expected me to write, but between Christmas work and the flu, I've not been up to much writing. Besides, at this point, it's not worth it. I'll just get out of the way and let the rest of you play.

**Constantinople to Vienna:** Sorry, Stan. Russia made me a better offer. You *did* attack me first.

**Constantinople to Moscow:** Thanks for the destruct! Let me know what I can do for you.

**Germany to Austria:** Hey, I can fight back on your level! From now on you can't come to play over in my yard... and... and I'm not sharing any of my toys with you... and... and I'll bet my dad could beat up your dad... so *there*. Nyah!

**Germany to Italy:** I took Stan's advice from last season's press and found myself a dictionary. The first thing I looked up was a wonderful word: "Anschluss." Is there a similar word in Italian?

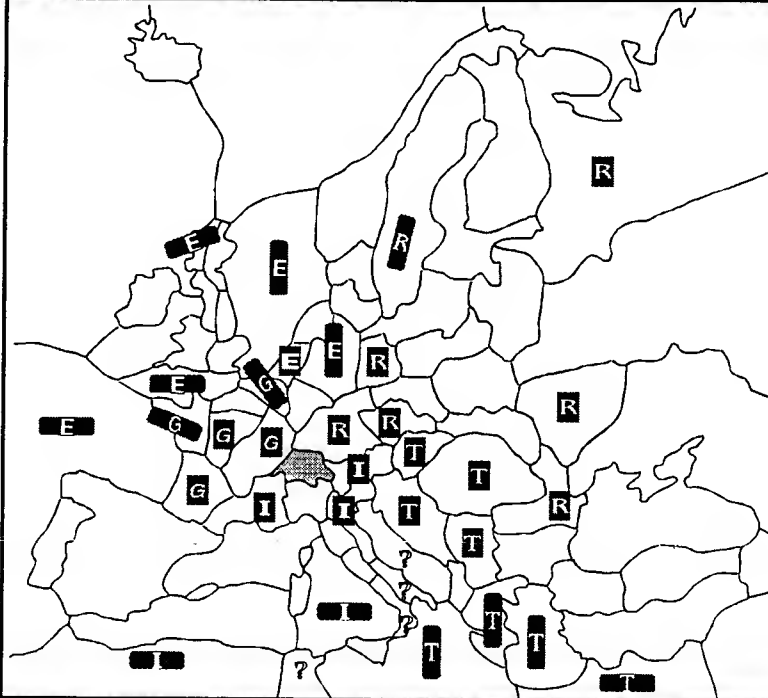
## Players in Witch of Endor:

<b>Austria</b>	Stan Johnson, 10 Pine Street, Edison NJ 08817
<b>England</b>	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
<b>France</b>	Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
<b>Germany</b>	David Polley, 2504 Huntwick #1007, Austin TX 78741
<b>Italy</b>	*COA* David Schlosser, c/o Welsand, 1820 Thelma, Fortuna CA 95540
<b>Russia</b>	Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
<b>Turkey</b>	Michael Alterio, 909 Sycamore Street, Buffalo NY 14212

# Indefatigable – Diplomacy 1990II – Fall 1906

**HUNS RETREAT  
TO ALSACE-  
LORRAINE**

**SNOOZING  
ROMAN LEAVES  
AUSTRIA**



## Supply Centers

\*  
England: 7  
LON, LPL, EDI, NWY,  
DEN, KIE, +HOL  
Germany: 3  
BEL, PAR, BRE,  
-MUN, -HOL  
Italy: 7  
ROM, NAP, VEN,  
TUN, SPA, POR,  
MAR, -TRI  
Russia: 8  
MOS, STP, WAR,  
SEV, SWE, BER,  
RUM, +MUN  
Turkey: 9  
CON, ANK, SMY,  
VIE, BUL, BUD,  
SER, GRE, +TRI

England: F IRI-MAO, F ENG sup F IRI-MAO, F EDI-CLY, A LON-HOL,  
F NTH con A LON-HOL, F KIE sup A LON-HOL  
Germany: F PIC-BRE, A PAR sup F PIC-BRE, F HOL-BEL, A MUN-BUR,  
A GAS sup A MUN-BUR  
Italy: NMR! Retreat A GAS-OTB. Has A MAR, A TYO, A VEN, A TRI (annih.),  
F TYS, F NAF, F ION (ret TUN, NAP, APU, ADR?)  
Russia: A RUM hold, A UKR sup A RUM, A SIL-MUN, A BOH sup A SIL-MUN,  
A BER sup A SIL-MUN, F SWE hold, A STP hold  
Turkey: A VIE-TYO, A ALB-TRI, A BUD sup A ALB-TRI, A SER sup A ALB-TRI,  
F AEG-ION, F GRE sup F AEG-ION, F SMY-EME, F CON-AEG

**GM to Europe:** Standing by for our MIA Italian will be Mickey Preston, 1108 Bates Creek Road, Lexington KY 40502. (Bruce, Bruce....! What's happening?)

**Russia to All:** Sorry for the lack of correspondence. A busy Christmas and a bad bout with the flu have left me with little time or concentration for Diplomacy in December. I'll try and do better. Hope I didn't disappoint anybody.

**England to All:** All right, who's been hijacking the diplomatic couriers I've been sending out? And speaking of couriers, be sure to pay attention to the interim address.

**England to Russia:** South sounds good. I've always wanted to spend some time on the Riviera.

**England to Turkey:** Our heartiest felicitations on your confrontation with the Italian forces.

## Players in Indefatigable:

England	*COA* David Schlosser, c/o Welsand, 1820 Thelma, Fortuna CA 95540
Germany	Douglas Kent, 54 W. Cherry St. #211, Rahway NJ 07065
Italy	*???* Bruce Reiff, 2207 Smokey View Blvd., Powell, OH 43065
Russia	Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
Turkey	George Inzer, 1755 Ashville Road, Montevallo AL 35115

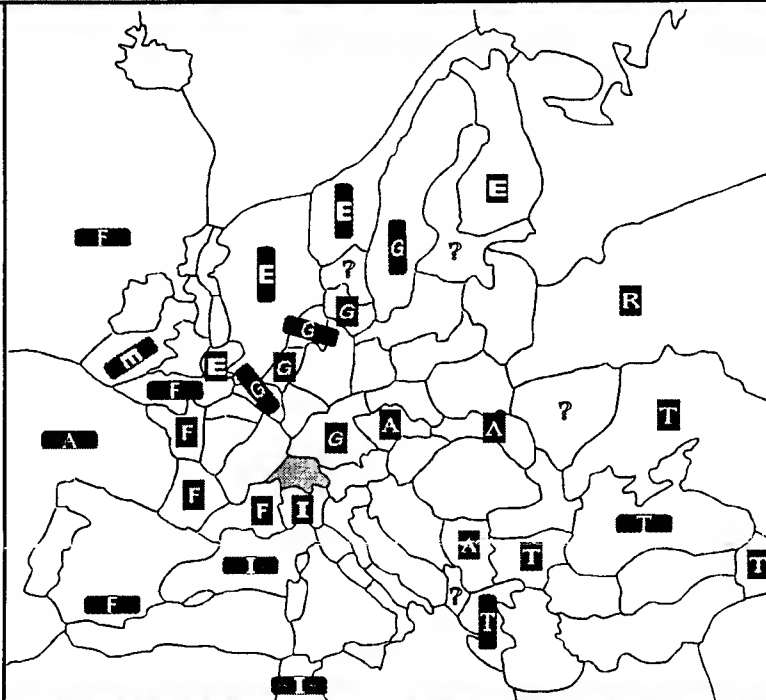
**Deadline for all games is Monday, February 17, 1992.**

**Game openings:** Both a Regular and a Gunboat game are about to get underway here; I have six people signed up for each. \$5 and a preference list will get you into either game. Let me know!

# Hotspur - Gunboat Diplomacy - Summer/Fall 1906

**HUNS FIND  
WEAKNESS IN  
SCANDINAVIA**

**TURKS CREEP  
IN AS AUSTRIA  
SLEEPS IN**



## Supply Centers

**Austria: 5**  
BUD, TRI, SER,  
VIE, RUM, -GRE  
**England: 5**  
LON, LPL, EDI,  
NWY, STP, -SWE  
**France: 5**  
PAR, BRE, MAR,  
SPA, POR, -TUN  
**Germany: 7**  
BER, MUN, KIE,  
HOL, DEN, BEL, +SWE  
**Italy: 4**  
ROM, NAP, VEN,  
+TUN  
**Russia: 2**  
MOS, WAR  
**Turkey: 6**  
CON, ANK, SMY,  
BUL, SEV, +GRE

**Austria:** NMR! Retreat A RUM-OTB. Has F MAO, A BOH, A GAL, A SER, A GRE (ret ALB?)  
**England:** Retreat F ENG-IRI. F IRI-LPL, F NTH hold, F NWY sup F NTH, F SWE-HEL (imp.; retreat SKA, GBO?),  
A STP-FIN, A LON unord.  
**France:** Retreat F GLY-SPA(s). F NAO-LPL, F ENG sup GF BEL-NTH (no such order), A PIC-BRE,  
F SPA(s) sup A MAR, A MAR sup F SPA(s), A GAS sup A MAR  
**Germany:** F BAL-SWE, A DEN sup F BAL-SWE, F HEL-NTH, F BEL sup F HEL-NTH, A HOL sup F BEL,  
A KIE-MUN  
**Italy:** F TYS-TUN, A PIE-MAR, F GLY sup A PIE-MAR  
**Russia:** A SEV hold (retreat UKR?), A MOS sup A SEV  
**Turkey:** Retreat A SEV-ARM. A RUM-SEV, F BLA sup A RUM-SEV, A ARM sup A RUM-SEV, F AEG-GRE,  
A BUL sup F AEG-GRE

Turkey to Austria: There's Rumania back, at least for now; I hope you took Warsaw. I still hope we can stay pals.

Turkey to Russia: Yup, you get it.

Turkey to England: Oh, come on, St. Pete can at least take a shot at Moscow, can't it? I mean, if it isn't doing anything else? It's not like Russia has allies you have to worry about.

Turkey to Italy: Oh, I'm not heading for the Ionian at the moment-- in fact, if you stay out of it, so will I.

Turkey to France: What, you talk to everyone else but not me? My little feelings are hurt!

Turkey to Germany: Say, have you ever noticed the great view from Bohemia?

France to Germany: Thanks for the support. A/I could be bad for both of us. Watch your eastern front. I could use some help with pressure on Italy.

France to Italy: You've got Tunis back. Gee, I wonder what happens now?

England to Italy: Negotiation, huh? Okay.... *hep me!*

England to France: *Hep me! Hep me!*

England to Germany: You kids get outta my yard!

England to Russia: Feel like my head goan bust open!

Berlin to Moscow: Et tu, Brute? What's all this talk about my exposed rear end? I thought you were my pal! Oh well, no matter-- get your rear end up to St. Pete with a supported attack and I'll see what I can do about cutting support from Norway. Think about it. It could mean survival.

Berlin to Paris: Glad I could help out. I'll probably be in North Sea this turn (or Sweden, the way I've got it figured) and could convoy an army over or lend you support. If you asked for a specific support move I may very well provide it (got to keep Albion guessing) or I might do my own thing. No matter what, you've got a friend. Get rid of that Aussie fleet-- I just don't like the look of "A's" out in the stormy Atlantic.

Berlin to Italy: Keep on keeping on. Just keep Austria and Turkey at each other's throats. (Shouldn't be too difficult!)

Berlin to London: Funny how we turned on each other at the same point in time. Great minds obviously think alike. Sorry that I seem to have gotten (for now) the better of you. Let's stay in contact-- close contact!

Berlin to Constantinople: Good luck holding on to Rumania. Thanks to the silly Austrian move to Bohemia, you may have an ally in the center of the board.

Berlin to Big Red: Gowan, gitchee face outta my behind! What are you doing down there in Bohemia anyway? I thought we had a DMZ pact! Since you made me waste a turn protecting my beer production center, I hope you wasted a turn trying for it!

Italy to Russia: Fleet Trieste? What Fleet Trieste? I don't see any fleets around here.

Moscow to Budapest: With great restraint, I'll refrain from comment. Except that "I'm satisfied with my progress to date" sounds just a little too smug to tolerate.

Russia to Turkey: If that's how you treat allies, I'm glad we're enemies. And I may be down to two, but if Austria has wreaked revenge instead of taking Warsaw, those two will live to plague you.

Russia to England: Hope you're enjoying STP, and I appreciate your not joining in the fray.

Russia to France: I'm hanging, I'm hanging. As Dr. Johnson once said, "Depend upon it, Sir, when a man knows he is to be hanged in a fortnight, it concentrates his mind wonderfully."

Russia to Italy: I'd like some "Big Helpful Neighbors," as you put it, but I can't find any. I befriended Germany to start with, and look how he's reciprocated. I even made what I thought was a good, valid argument for England to get out of STP. I've already offered to pal up with your friend Turkey more than once. He had a better offer, I guess. But maybe now things will change for the better. I'm hoping for good things from Austria. He had done nothing to tick off Turkey, and had Rumania stolen (Turkey's word) anyway. I'm really rather optimistic. As Leopold Bloom says, "...it all works out in the end."



# The Dread Letter Office

Facts In Five and .... I

This is what you came up with for last issue's categories:

**Shades of Blue:** azure, baby blue, metallic, mist, peacock, periwinkle, teal, turquoise, twilight

**Dinosaurs:** allosaurus, anklyosaurus, apatosaurus, brachiosaurus, brontosaurus, magnasaurus, megalosaurus, my mother(!), plateosaurus, plesiosaurus, pterodactyl, triceratops, tyrannosaurus rex

**Branches of Mathematics:** algebra, Boolean algebra, Boolean logic, matrix algebra, mensuration, multidimensional geometry, plane geometry, polynomial functions, probabilities, topology, trigonometry

**Old Names of Cities/Countries:** Abyssinia, Agamoun (now Nouakchott), Annam (Vietnam) Austria-Hungary, Batavian Republic, Belgian Congo, British Honduras (Belize), Burma, Byelo Russia, Maritime, Menotomy (Arlington MA), Minos, Mogadiscio (Mogadishu), Mucovy, Pakistan, Peking, Petrograd, Phoenicia, Port Guinea (Bolama), Tanganyika (Tanzania), Tenochtitlan, Transjordan, Tsaritsyn (Volgograd?)

**Screen Actors who played Holmes or Watson:** Nigel Bruce, Jeremy Brett, David Burke, Malcolm McDowell (*Time After Time*)

**Some answers disallowed:** Purple as a shade of blue? No, I think it's a little too purple. I insisted on colors closer to blue than purple or green. And in "Old Names," I wish I'd thought to specify that a mere revision in the common transliteration of a name (as in "Beijing" for the old-style "Peking") would not do. After all, the real name of the city has not changed-- only the way it's spelled in English. But as I didn't specify, I let 'em go.

The Sherlock Holmes category stumped practically everybody! For those of you who have not seen the superb BBC productions which have appeared off and on for the last half dozen years on PBS' *Mystery* series, you've been missing a treat! Jeremy Brett's portrayal of Holmes is a ground-breaker, the new definitive treatment. These are being rerun

currently on both A&E and the Disney Channel, and they are really good! You should seek them out!

Other correct answers in this category would have been: Cristopher Plummer and James Mason (*Murder by Decree's* Holmes and Watson, respectively), Raymond Massey (*The Speckled Band*), Colin Blakely (*The Private Life of Sherlock Holmes*), Roger Moore and Patrick Macnee (*Sherlock Holmes in New York*), Tom Baker (title unknown) and Clive Brook (*The Return of Sherlock Holmes*, 1932).

Nice work, everybody! And our grand prize winner this issue is.... (a drum roll, please!)

It's a tie!

**Philip Sasse and Lawrence Watt-Evans,  
with 21 correct answers each!**

In recognition of their mighty abecedarian efforts, an additional issue of **Hoodwink** has been appended freebiely onto the subscriptions of both Messrs. Sasse and Watt-Evans!

Now for a change of pace (and possibly to thwart Lawrence, who has won this thing three times!), let's try a slightly different challenge: "Scattergories."

In this game, you get 12 categories but just one letter. To score a point, you must register an answer which is not given by any other player!

Unlike most games of this type, when a person's name is requested here, your answer may use either the first *or* last name. Answers which name the same person or thing, though using different words, will be regarded as identical answers for scoring purposes.

As usual, no research is allowed (answers must come off the top of your head) and rulings of the GM are final. And a free issue of **Hoodwink** is the prize for the winner!

Your letter this time is **F**. Your categories are:

Orchestra instruments  
People dead before 1800  
Colors  
Diplomacy players  
TV shows about law enforcement  
Ethnic foods  
Jazz singers  
Animals at the zoo  
Card games  
Articles of clothing  
Cities in Europe  
Emotions

Good luck, and remember, creativity will pay! But an amusing irony of the game is that if *everybody* tries to get fancy, the obvious answers can score, too!

# Hoodwink Survey

Time to stop and ask my readers if I'm doing as good a job on this zine as I think I am! Please take a moment to respond to the following questions. Just write your ideas on this sheet of paper if it's convenient-- but fresh paper will be eagerly perused as well. Thanks for reading and writing!

## Press

*Having had my thoughtful propaganda stepped on by more than one GM who took it upon himself to spoil my effect by saying, in one "clever" phrase or another, "Oh yeah? I find that pretty hard to believe," I am careful to let the players do their own talking in Hoodwink. The result has been lots and lots of interesting press! Has my silence ("the badge of my non-partisanship") had as much to do with there being so much good press here as I think it has?*

Do you like having the GM stay out of the press? Have GM intrusions in your press irritated you in other zines? Do you write less press in other zines because of this?

Do you like having the press right next to the game, rather than a couple of paragraphs with the map and then continuing on another page later in the zine?

## Game Reports

*Personally, I think Hoodwink's game reports, with double-underlining making it a snap to see immediately which units have been dislodged, are the most lucid published anywhere. Am I deluding myself? Or do you agree that this is an excellent system?*

Do you find the game reports clear and easy to understand?

Does double-underlining for dislodged units improve the reports? How would you rate it on a scale of 1 to 10, where 10 is one of the great ideas in the annals of Dip reporting?

How do you feel about reporting moves with the units' final positions in all caps, as a couple of other zines do? Helpful? Useless? Somewhere in between?

Do you find it helpful to have the supply center chart published all the time, even with Spring reports? (I can't figure out why I'm the only GM who does this.)

Is it easy to tell when you are to build or remove?

Which of my three-letter abbreviations for spaces do you wish I would change?

## Features

Do you like the anonymous roundtable discussions?

If I published them more often, would you still contribute every time?

What should I publish more of, or more often?

**And here's your "Scattergories" listing (in "F") so you'll have another reason to fill in the blanks on this page:**

Orchestra instruments .....  
People dead before 1800 .....  
Colors .....  
Diplomacy players .....  
TV shows about law enforcement .....  
Ethnic foods .....  
Jazz singers .....  
Animals at the zoo .....  
Card games .....  
Articles of clothing .....  
Cities in Europe .....  
Emotions .....

**Deadline for all games is Monday, February 17, 1992.**